


THE EYE SHIELD



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MESSAGE FROM ME

Welcome to issue twenty of The Eye Shield as I, Jake Collins of Harpenden, share with you some more of my thoughts and observations about Nightmare. I am very pleased to report that Robin Barlow returns this issue to finish off his ode to laughter, even as we welcome to TES a new contribution from Steven Webberley - the first five of his top fifteen Nightmare deaths. It's cracking stuff, guys - thanks very much for sending it to me.

Elsewhere, you'd better refresh your memory of the Nightmare books before you read any further into this issue, and the time has also come to enjoy my appraisal of a truly unique Nightmare character - the Brollachan. As previously stated, the Brollachan is not, as far as we are concerned here at Eye Shield Towers, a wall monster. This term has been used to refer to any creature that appears on a wall by some Nightmare fans in recent years - which is fair enough - but I continue to use the term to refer only to the spellbound creatures that lived in one specific wall, all of whom appeared in the level one clue rooms in series 1, 2 and 3. Anyway, I don't mean to carp on - sorry, readers.

Additionally, I have also written a full review of cavernwrights for *Creature Feature*. Although Tim Morris's summary of the blind critters in an earlier issue originally gave me the idea for this feature, I thought they deserved a more in-depth study. Still, I don't have to justify myself - TES is *my* fanzine now, after all: ☺

Challenge question: Which two Nightmare characters have walked on Smirkenorff's back whilst dealing with a dungeoneer?

CORRESPONDENCE

Here is something from a reader known to me only as Jason.

Dear Eye Shield.

First of all, I would just like to say how much I love reading The Eye Shield and to keep up the good work. I saw in issue 16 that you talked about Skarkill and said that we don't know how he obtained his injuries, but in episode 8 of series 5 (Ben's quest) when Gwendoline rescues Ben from Skarkill, she says: "Do you want another arrow in your other eye?"

Thanks for the positive feedback about TES, Jason - I do appreciate it. I remember

the quote to which you refer, and it does indeed suggest that Gwendoline and her arrows are the cause for Skarkill's eye patch. Oh well, I guess even I can miss something occasionally...

I was very pleased to receive this from a fellow Eye Shield veteran - Sean Mallion from Bury.

Dear Eye Shield,

Just thought I would congratulate you with carrying on the Eye Shield and doing a great job with it too. I just spent the best part of an hour catching up with what's been happening since I last heard anything about Nightmare. I used to read the original Eye Shield when that was still going, and I'm pleased that it's been resurrected. I am, however, quite embarrassed that a really terrible story I once wrote (Lord Fear's Revenge) can now be found on the Internet. I may have to write something better, or at least send some Nightmare related jokes in to make up for it. Keep up the good work.

Thank you for your encouraging comments, Sean. I remember you from the days of old, and I assure you that some of the old stuff I wrote for Paul makes me cringe as well! I'm very glad that you have been enjoying the new TES. I'm always grateful for any contribution as you know - jokes would certainly be something different.

Here are some more insights from Steven Webberley.

Dear Eye Shield,

Do you prefer Nightmare with or without the eye shield? I love your choice of Nightmare deaths. I remember Chris getting devoured by the blocker. I was wondering what your favourite victory is. I have to admit the first time I saw a dungeoneer win a quest was Ben in series 6 - and a classic performance it was. I do remember most of Dickon's quest - I thought he was a great dungeoneer, very calm. Mind you, don't you think Series 4 was more dangerous than series 6? What makes series 6 a great series is the development of some of the characters, especially Smirkenorff and Fear. In series 7 it's the new characters, especially Lissard - capable of being equally as evil as Fear - and the Brollachan. Grimaldine was also a good addition. Many of the rooms in series 7 were recycled but introducing more lush rooms in level two and the introduction of Goth was a good move. However, it's the new puzzles that made this series different. And the writing was very good in series 7 - who can forget Fear and the Brollachan arguing? Still, I think the golden period for Nightmare was series 3 - 5. I thought introducing outside scenes in series 4 was an excellent move and acts as a great contrast to the classic series 3. Keep up the good work with TES.

Thank you very much for keeping in touch, Steven. On the whole, I think I prefer Nightmare without the eye shield. I think an awful lot of time in series 4 and 5 was wasted on eye shield sequences, but it was not so bad in series 6, 7 and 8. My favourite victory is that of Julie in series 7, as I said in a fairly recent Classic Quest. I think this team were special as they were the only all-girl winners, and I think they appreciated the moment of victory more than the other winning teams did.

REMEMBER THIS?

Series 2. Level 1.

PICK A CARD

This really was a minor puzzle in series 2, but is a memorable and interesting Nightmare room. The chamber had three doors on the far wall. As the dungeoneer entered, these became blocked by three large playing cards that came flying into the room. The left-hand door was blocked by the King of Diamonds, the middle door by the Queen of Hearts, and the right-hand door by the Jack of Spades. There was also a card on the floor in front of the dungeoneer, which had a heart, a diamond and a spade symbol on it. Treguard explained that one of these symbols would unlock a door for the team if the dungeoneer stepped on it.

Here some prior knowledge was required, but there was no trick to the game: the dungeoneer had to pick a card according to the clue they had been given, and the corresponding door would open. Three teams attempted this and three teams succeeded, and they were all given the vital clue by Folly the jester, who was closely linked to this challenge. This is not surprising, as Folly himself may well have jumped out of a pack of cards at some point.

Winning dungeoneer Mark was given this challenge at the very start of his quest, when Folly told him to "chase the lady", meaning the Queen of Hearts. Mark stepped on the heart symbol and the Queen disappeared from the doorway. Then, at the beginning of Neil's quest, Folly told him to look out for the red king, meaning the King of Diamonds. Neil stepped on the diamond symbol and the King disappeared from the doorway. Similarly, Folly told Jamie to look for a black knave early in his quest, meaning the Jack of Spades. Jamie stepped on the spade symbol and the Jack disappeared from the doorway.

All three teams completed the challenge without much hesitation or discussion. As for what would have happened if the team had missed or ignored Folly's clue, who knows? I don't think we would ever have found out though, as even Neil's team - who couldn't spell out a simple word like *shovel* - unlocked the right door with no trouble.

Difficulty: 3 No trouble whatsoever, really, but a clue was required.

Killer Instinct: 1 Jamie did have to answer a riddle for his clue, I suppose.

Gore Factor: 1 Life force would have run out, undoubtedly.

Fairness: 10 A good puzzle, but by no means too much of a challenge.

ADVENTURE TIME

Jack and friends fell foul of Morghanna in level three last time, increasing the Dungeon's lead to 7-2. Dungeoneer Callie has just entered the level one clue room, where she has found a bar of gold, a pouch of powder and a firestone.

The face of Brangwen appears on the wall.

"Touch nothing yet, dungeoneer, for first you must stand trial" Brangwen commands. "I have three mysteries. Answer correctly and further knowledge will be yours. Here is my first. One musical note runs through the forest. Another is the opposite of near. But which note is the sound of light?"

The team eventually come up with the answer to this obscure riddle.

"Re" says Callie.

"Truth accepted," says Brangwen. "Here is my second. I was angry with my friend, I told my wrath, my wrath did end. I was angry with my foe, I told it not... What did my wrath do?"

"Grow" replies Callie.

"Truth accepted," says Brangwen again. "Here is my third. Their father was a god, their mother was a human and their step-mother was a wolf. They founded an empire. Who were they?"

"Oh, it must be those twins who founded Rome!" Callie exclaims. "What were they called?"

But none of the team can remember.

"Your answer is too vague," proclaims Brangwen. "Romulus and Remus were the truths I sought. Two is the score. Your quest is for the Crown, but you may not rule with it. The gold is fool's gold; only a fool would desire it. The first step is the *hop*."

Brangwen disappears. When Callie examines the pouch, she finds a label saying *grow-me*. Without hesitation, the team decide to take this and the firestone, and direct Callie out. She emerges into the spectral scorpion's chamber.

"Avoid that sting, team, but don't delay," advises Treguard.

The advisors line Callie up with the door and tell her to walk across when the tail shoots back. She takes a moment to react, and it looks for a moment like she's going to get hit, but she makes it past the sting and through the door. The next room contains the pit of Smirkenorff. The dragon's head is sticking out. He raises his eyes in interest as Callie walks in.

"Oh, hello, young dungeoneer" he says. "Won't you stop and talk a while?"

I seldom get visitors nowadays. What is your name?"

"I'm Callie," she says.

"Welcome to my humble abode, Callie" says Smirkenorff graciously. "Why don't you tell me what you're questing for, and also what you're trying to do on this level?"

"My quest is for the Crown" Callie tells him. "I've promised to help Queen Kalina on this level. She's accidentally made herself small, you see, and she's trapped in an enchanted bottle."

Smirkenorff's booming laughter fills the room.

"That serves her right if you ask me" the dragon laughs. "She's always wandering round the level telling us all how powerful she is, but all she really does is give lots of stupid dinner parties. Still, I suppose you're quite right to help her out; she doesn't deserve to be stuck in a bottle forever."

"I have to find some way to open it" Callie explains. "I've got this powder to get her back to the right size, but I need some way to get her out of her bottle."

"You need an *atom* spell," states Smirkenorff. "It will break the glass of the bottle down into its component parts. I will give you one if you want it, but I think that you should offer me something in return."

"Like this firestone?" Callie suggests.

"Yes, just the ticket" nods Smirkenorff eagerly. "Just leave it on the ledge in front of you. Very well, then. I gift you the spell *atom*. And as you talked to me so nicely when I asked you to, I'll give you another clue as well. The second step is the *skip*. Now, you'd best be on your way. Good luck."

Callie is directed out, and is back in the chamber of Queen Kalina.

"Ah, there you are" squeaks the voice from the bottle. "Please say that you've found something to help me."

"Yes, I have," affirms Callie.

"Then help me!"

"Spellcasting:" says the spellcaster. "A-T-O-M."

The bottle disintegrates, leaving the tiny queen standing in a clump of sand. Once she has been directed to the dressing table, Callie sprinkles Kalina with the *grow-me* powder and she shoots upwards in height. In a moment, she is back to her normal size.

"Oh, thank you, my dear" Kalina says gratefully. "You've done me a great service. I would accompany you to the end of the level, but I simply must set up for my party. But first I will equip you for survival. The way past the blocker can be found with the word *cutlery*. The wellway to level two is hidden. I gift you the *well* spell so that you can find it. Good luck."

As Kalina starts getting out her best silverware, the advisors direct Callie out. She finds herself in the blocker's chamber. The wall grates forwards and forms a huge face across the path.

"Password!" the blocker demands.

"Cutlery" says Callie.

The wall shoots off, leaving the exit clear. Callie is directed out, into the wellway room. As Kalina has said, there is no well, but that is soon put right:

"Spellcasting: W-E-L-L."

When the well appears, the advisors direct Callie down it, and into level two. The first room contains a set of hand-and-head stocks. Motley the jester is imprisoned in them.

"Ay oop, 'elmet 'ead" he says gloomily. "It's nice to have some company at last. What's your name then, and what are you questing for?"

"Callie. I'm looking for the Crown" Callie tells him. "Um, why are you in those things?"

"Oh, I told a joke that someone didn't like" Motley shrugs. "This is an occupational hazard with jestering."

"Well, perhaps I could persuade this person to let you out" Callie suggests. "Or maybe even get the key back."

"It's not locked" Motley says levelly. "So you don't need to worry about persuading anyone to give you the key, thanks all the same."

"Well, if it's not locked, why don't I let you out now?"

"Oh, would you?" responds Motley eagerly. "I'd be ever so grateful. I'll even take you a little way into level two, if you'd like my expertise as a guide."

"That would be very useful" Callie assures him, undoing the catch.

"Good" says Motley, escaping his prison. "Let's go, then."

Motley walks behind Callie and steers her out of the room. They emerge into a long corridor. Standing on a conveyer belt, they start to move forwards.

"Ah, this is the way to travel" Motley smiles contentedly. "Don't you think so, Callie?"

"Well, I can't see much of it" Callie responds.

"I guess not, but it must be nice to rest your feet for a while" Motley says insistently.

"I suppose it is" Callie admits.

"I've always said that they make you kids do too much walking" Motley continues. "I mean, as if it wasn't enough that you... jeez, what was that?" The jester is stopped mid-sentence as a blade whizzes past them.

"This is the Corridor of Blades!" Motley exclaims. "Oh heck, here comes

another one."

Looking over Callie's shoulder, Motley guides the pair of them out of the path of the oncoming blade. He continues doing this as the blades fly at them.

"Gawd, this is exhausting!" he pants after a while. "Here's a door coming up; let's go through it before we get cut in half."

Motley guides Callie through a door to the left. They emerge into a large chamber with an archway as an exit. In the middle of it, four goblins are clustered around a large ornate chair. Their evil little eyes turn to look at the new arrivals.

"Oh no, not goblins!" cries Motley. "I hate them. What are they guarding? Ah, I see; there's a key on that chair."

"I expect I'll need it for my quest" says Callie. "As I let you out of the stocks, how about you distract the goblins while I grab the key?"

"Oh, all right," agrees Motley reluctantly. "As you saved me, I guess I owe you. Once you have the key you'd better make a quick exit, and I'll stop these guys from following you. If you should need me again before the end of the level, just call my name: Motley! Now, what else was I supposed to tell you? Oh, yes, I remember. The third step is the *jump*. Have you got that?"

"Yes."

"Okay then, here goes."

As Motley goads the goblins into chasing him round the room, the advisors direct Callie towards the chair. Once she has the key, they guide her out. She next finds herself in Merlin's chamber.

"Here is a place of magic, team," says Treguard. "But steps must be taken if the magic is to work."

The advisors line Callie up with the throne. After a hop, skip and jump, the path is completed and Callie crosses the pit. Merlin arrives on his throne.

"Ah, well done, Callie" the wizard greets her. "You have passed the first part of my test. But now you must attempt the second. Do you no know what it is?"

"Riddles?" she suggests.

"That's right," responds Merlin. "I seek two truths from you, and here is the first. What is the name of the bird that is reborn when it burns?"

The team remain silent.

"Come on, team" Treguard encourages them. "Its best friend was a carpet."

"Phoenix" says Callie.

"Truth accepted," replies Merlin. "Here is the second. What are the

oldest living things in the world?"

"Trees" says Callie instantly.

"Truth accepted" smiles Merlin. "Well done, you have passed the test. As a reward, I gift you the spell *mask*. Now, farewell. If you survive all, we will meet once again."

Merlin disappears and Callie is directed out. She is in a cave with a single exit. Before the advisors can guide her towards it, Mogdred appears in front of it.

"Ah, welcome to the realm of Mogdred, Callie" Mogdred's voice echoes through the chamber. "Here you must make a choice. It is to either carry on and be guaranteed to win, or stay here forever and fail, like hundreds before you."

"Beware his words, team, and don't let him confuse you," warns Treguard.

"Listen, Callie" Mogdred continues. "If you agree to serve me on your quest, your success will be assured, for I will gift you the spell *power* that you may use again and again. If you decline my offer, you must face the challenges alone, and be doomed to failure. Well, will you serve me?"

"No" responds Callie, acting on the advice of her team.

"Very well" sneers Mogdred. "Then face the Dungeon's challenges without my help. Here is the first of them: find a way not to remain trapped here forever!"

As he disappears to peals of laughter, a large keyhole appears in the door. Undeterred by this, the advisors instruct Callie to hold the key out in front of her as she walks towards the door. The keyhole clears and she is able to exit. She emerges into Medusa's cave. The great face on the wall has writhing snakes in the place of hair, and its stone stare bares down on Callie.

"Extreme warning, team, there's no way past the Medusa without being turned to stone," Treguard warns.

"Spellcasting:" says the spellcaster. "M-A-S-K."

A great black veil of magic descends from the ceiling and covers Medusa's face. This gives the advisors plenty of time to direct Callie out.

What next for Callie? Will she reach level three? Read the next Adventure Time to find out.

PUZZLE PAGE ONE

I'm sure we'd all love to know what our friends say about us behind our backs. Which Nightmare characters are responsible for the quotes below, and about whom are they talking?

1. "It's not beauty she needs. It's a brain!"
2. "He's the sort of guard you could bribe with his own laundry."
3. "Some sneaky old warlock wiggled his fingers at me and before I could lob his head off I found myself wearing a wooden necklace."
4. "She's a... she's a comely piece; girl after my own heart!"
5. "You mean that walking joke Mutt-Face or something. Don't like him; why should I let him out?"
6. "She's got about two dozen throwing knives, long legs and other striking features."
7. "I think he is dangerous, but dangerous to who I am not sure."
8. "Anyone who can survive being married to an ogre has got to be considered dangerous."
9. "The last time I saw something as beautiful as this, I dreamed it was me birthday!"
10. "She will not wear a man's glove."
11. "This wooden giant isn't necessarily a friend. He has good reason to distrust humans even more than goblins."
12. "Cor, look at the muscles on that! They don't make girls like that where I come from."

CARRY ON KNIGHTMARE

With Robin J. Barlow

PART 3: SERIES 7-8. (1993-1994)

Welcome, watchers, to this last part in the history of the tale of luck and glory and the comedy perceived by myself therein. It is a shame that this guide has to end but if I were to do it a series at a time I would have become too critical, I believe, and also things would have gone as stale as some of the food items remaining in Nightmare Castle's supply chambers.

Series 7: 1993.

Things have changed an awful lot in this phase of the dungeon. Gone is the Dungeon's answer to Bruce Forsyth (the sprite is right - please yourselves!) and ushered in is a cheeky young madam - sorry, miss - by the name of Majida to spar with a considerably younger-looking Treguard. Many fans have discussed the pantomime nature of the show being at its strongest from here on, and at times I feel inclined to agree, although the show is all the better for it. The traits that made Hordriss so endearing - and infuriating - are now gone; he is virtually just a plaything for Lord Fear to capture and manipulate as he wishes. The worst thing this season is the removal of Motley and his replacement by the locksmith Fidjit - what a mistake to make! Fidjit just does not work - it would have been understandable had Paul Valentine departed that they might not want a third jester, but to employ the same actor in a different role is quite beyond me! Thankfully, Sylvester Hands was kept on and was as appalling as ever. One of Sly's funniest moments came as he jumped out of a painting. The very best moment from this season, and a candidate for the whole programme, was Lord Fear's transformation of Lissard into Marta and his subsequent chatting up; absolute class. And not forgetting the smart bottom himself, Barry Thorn, who truly showed some damned good dungeoneering and virtually won his team their prize single-handedly!

Final observation - the new helmet sucks!

Series 8: 1994.

This is it: the final series of Nightmare. So back to a new Dungeon with completely new computer-generated rooms - except it isn't really new, is it? Last year's level three being recycled to act as level two for this season made some of the season seem cheap. There are many good things to pick out, however, and it's a real pity the season was cut down to ten

episodes at very short notice. The character Rothberry stays on for a while and does much the same as the last season and is overplayed wonderfully. Snapper-Jack comes across as quite ridiculous, and a hardened Nightmare viewer is not in the slightest bit scared and just laughs at him, so unintentional comedy is present too! Honesty Bartram is essentially a modified Julius Scaramonger, with the classic line: "Don't tell your dad!" Lissard as well really comes into his own this season and indulges in a game of Dungeon-style Monopoly with Lord Fear, which is a pleasure to watch. I also enjoyed the revelation of Lissard's middle name, but I won't spoil it for you here! Also most pleasing for many male viewers is the inclusion of Stiletta, whose attributes proved more than ample enough to make her character more than acceptable viewing! Female viewers could at least be consoled by Motley's much welcome return. He was as sharp as ever, and Smirkenorff was restricted this series until late on but made a good set of appearances too. Hordriss lost a lot of his powerfulness, but retained his pomposity at least.

And that, my dear readers, is that. After this season finished there was no Nightmare on our screens. The Quest, Nightmare's official magazine, was over. To a select few (myself not included - I didn't even get the last issue of TQ for some reason) there was continuation in the form of The Eye Shield, the very magazine I am writing for today! Whatever the future may or may not hold for Nightmare, we still have eight glorious seasons to look back on and cherish, now knowing that some of the stuff was not just for the kidsies but for the grown-ups too. Thanks for reading.

Thanks for that, Robin. I agree with your observations, but I still feel very disappointed by series 8 overall - I think there were too many changes introduced in too short a period of time. Even after eight years and four months, the disappointment I felt after the last episode still lingers like a bitter pill that sticks in my throat... Anyway, thanks again for your article, Robin.

REMEMBER HIM?

Series 7. Level 1/2/3.

BROLLACHAN

The addition of the Brollachan to the cast was probably the most noticeable change made to Knightmare in series 7. Brollachan is a truly unique character however you look at him, and will always be a very memorable part of Knightmare's history. The first question to answer is this: what is a brollachan? In the Knightmare legend, it is a shape-changing faerie creature from Cornwall that has the ability to reshape itself to pass through any surface: (*"I move through walls and floors; I reach beyond bars. Wood and stone or even steel. Nothing can keep me from you."* - **Brollachan**.) It is not - as far as TES is concerned - a wall monster, which is a spellbound creature that lives inside a particular wall, seen in series 1, 2 and 3 of Knightmare.

Anyway, how did there come to be a brollachan in the Knightmare Dungeon? Lord Fear apparently pulled him across time and space with the intention of using the creature to kill Smirkenorff, on whom he had sworn revenge after the defeat of Red Death at the end of series 6. Fear robbed Brollachan of all his wits and knowledge, and instilled in him the single driving snippet of knowledge that his purpose in the Dungeon was to hunt down and destroy Smirkenorff. Fear hoped that Brollachan - who appeared as a large blue or grey face on any wall he chose to - would also gobble up dungeoneers when he met them in the Dungeon.

Dungeoneers frequently met him on levels two and three, but thankfully he decided to question them in order to fill the gaps in his knowledge rather than eat them as Fear had instructed him to. (*"Feed me with knowledge or feed me with yourself."* - **Brollachan**.) The standard three questions were asked, and were often about snippets of information the team had picked up during their quest. As long as the dungeoneer answered Brollachan truthfully, he would let them pass. Unlike with the wall and door monsters, this did not mean that the team had to get the answers right but simply that they had to not lie. As Treguard frequently pointed out, as long as the dungeoneer gave an answer they believed to be right then Brollachan would know they were not lying to him and be compelled to believe them. Indeed, eventual winner Julie II was presented with a question that had no particular right answer, and the team had to think of a feasible response.

As for Barry, his team were convinced that the Rift of Angar was called the Valley of Ram Staff, so that's what they told Brollachan, and they did not lie in the process. Thus Brollachan was kept at bay throughout the series. He never found Smirkenorff to kill him, although he admitted to Lord Fear in several spyglass sequences that he wasn't looking very hard. The mage Grimaldine followed Brollachan to Nightmare with the intention of returning him home, which he presumably managed to do at the end of the series as Lord Fear was no longer in any fit state to object having just been squashed by a very large troll. Indeed, Brollachan did get his revenge on Fear in the end as he demanded that the members of the Opposition trapped beneath the troll - Lord Fear, Lissard, Sylvester Hands and Raptor - gave him knowledge before he helped them out of their predicament. As all four of them returned for the next series, perhaps we can assume that Brollachan did help them eventually, but I'm sure he made them tell him everything they knew first.

What makes Brollachan truly unique is the way he was created. I always assumed that he was computer-generated while I was watching series 7 in 1993, which he was, but an article in the *Radio Times* in September 1994 told me the whole story. There was a photograph of Treguard and Majida and an article about Nightmare to herald the start of series 8. The end part of the article explained how Brollachan was created, even though - to my subsequent surprise - he did not appear at all in the new series. The article explained that Anthony Donovan - the actor responsible for both Brollachan and Grimaldine - was involved in a process called Virtual-Actor (V-Actor), where sensors on an artificial-reality headset detected his facial features and movements and translated them into those of the Brollachan on-screen. This explains why Brollachan's mouth movements were never quite in synchronisation with his voice. I always enjoyed the voice, though, which was drawn-out and desolate yet threatening and powerful. Anyway, while past Nightmare creature-characters were created by drawings or puppetry, the use of V-Actor to create Brollachan represented the employment of cutting-edge technology that Nightmare was always famous for, and created a worthwhile and memorable result.

Fear Factor: 9 A very new, unfamiliar and unpredictable Dungeon threat.

Killer Instinct: 2 Would only have killed if deliberately lied to.

Humour Rating: 0 Never demonstrated any emotions really.

Oscar Standard: 8 Good originality and I really used to enjoy the voice.

CLASSIC QUEST

Series 6

Quest: The Crown.

Dungeoneer: Sofia.

Advisors: Claire, Kim and Emma.

Home town: Bournemouth.

Team score: 9 out of 10.

A very high-quality quest from series 6, this one, which can still generate tension and excitement to this day.

Level One: Hordriss appears on the quest screen before the adventure begins to warn Treguard that Lord Fear has secreted a dragon caller somewhere on level one so that he can entice his red dragon - Red Death - to go there. The team's task, therefore, is to locate the dragon caller and find some way of getting it out of Fear's reach. After Sofia has stepped on the Crown - which Ben II has redeemed only minutes earlier, by the way - in the Hall of Choice she enters a clue room where she picks up a purse of silver and a mysterious ring. Through the spyglass, the team see Lord Fear talking to Julius Scaramonger in his pool about the dragon caller. It is revealed that Scaramonger has the device, and that Fear is keen for him to use it as soon as possible.

Sofia next walks up some stairs and into a deserted room, where Treguard encourages them to experiment with the ring. The team discover that it causes Sofia to grow larger when she wears it on the third finger of her left hand and rotates it. In the next room Elita is sorting through a chest. Sofia tells her about the dragon caller and Elita is keen to help her get rid of it. Elita tells Sofia to call her if she finds the dragon caller, and gives her the combination for the causeway.

Some very dark dwarf tunnels follow, leading to the causeway. Sofia is guided very well by Claire across the right numbers and reaches the door. Sofia then finds herself in Wolfenden, where Julius Scaramonger is setting up his stall with the help of his servant, Grimwold. Scaramonger clams up when Sofia asks him about the dragon caller, but the team notice that he is trying to hide an object that looks like a trumpet with a red cloth on it. By growing larger with the ring, Sofia scares Scaramonger and Grimwold away. She returns to the right size and takes the dragon caller, and in doing so is forced to abandon the silver on Scaramonger's

stall. Sofia calls Elita, who takes the dragon caller and tells them that she will get rid of it in the Caverns of Gore. Elita gives Sofia a dragon mint and tells her that the password is the name of Scaramonger's servant. She also insults Sofia, who insults her back, which proves to be important later on.

In the next chamber, Dreadnort guards the large door to level two. The team have fortunately remembered that the name of the servant is Grimwold, so they are able to pass Dreadnort. Through the door Smirkenorff is waiting. He agrees to fly Sofia to level two in exchange for the dragon mint. They land in the ruins of a castle.

Level Two: The first task is to avoid a stormgeist in the dwarf tunnels, and then comes the clue room. Through the spyglass the team see Lord Fear and Skarkill. It is revealed that Fear has told Hordriss that Ridolfo has been trying to, shall we say, corrupt Sidriss. Hordriss has apparently "taken care" of Ridolfo, who incidentally knows the password for level two. When Fear and Skarkill have finished badmouthing Hordriss and Ridolfo, Skarkill limps off to feed the dragon and the spyglass sequence ends. Sofia takes Ridolfo's guitar and yet another mysterious ring from the clue table before a stormgeist arrives and chases her out of the room.

Sofia next arrives at a riverbank, where Ridolfo is loading a rowing boat with fishing equipment. Sofia gives him his guitar and he rows her across the river, where he tells her that Hordriss has transformed him into a fisherman from a musician, which for some reason means that he is unable to tell her the password. On the other side of the river is Witch Haven, where Sofia has to dodge Peggaty's fireballs, and then meets Hordriss in disguise as a witch. (*"Root and fen, Master, if that's a witch then I'm a goblin!" - Pickle.*)

Hordriss eventually agrees to remove the enchantment from Ridolfo in exchange for the ring, which he uses to reveal the causeway combination on the wall. The causeway follows, where the team speedily direct Sofia over the correct numbers. In the next room there is the door to the Descender, but Dreadnort appears in front of it and demands the password. Ridolfo rushes in and provides the word - *territory*. Dreadnort is satisfied and clanks off. Ridolfo thanks Sofia for getting Hordriss to turn him back into a musician and kisses her hand before he leaves. The team then direct Sofia into the Descender, where there is another

stormgeist to avoid. The lift stops and Sofia walks through a door into level three.

Level Three: Sofia picks up a gauntlet and a bar of gold from a clue table before facing Hordriss's entrance exam for aspiring sorcerer's apprentices. There are several applicants - including Tiny the hobgoblin - but there are only three questions to go around. Sofia and another person each answer one of Hordriss's questions correctly, but the team do not know the answer to the third question. It is provided by the other applicant, who receives a scroll from Hordriss. He gives Sofia a spyglass as a consolation prize, through which the team see Lord Fear talking to Greystagg in his pool. They are discussing the terms of their fateful proposed alliance. During the discussion, Fear reveals that the gauntlet Sofia has is actually something called the Hand of Atrab, and is very powerful.

Next Sofia meets Elita, who is still cross about being talked back to earlier. To make matters worse, Skarkill and two goblins arrive to take Sofia to Mount Fear. Sofia has to apologise liberally to Elita in order to get her to help. When she is satisfied that Sofia has apologised enough, Elita enchants Skarkill by playing a set of panpipes, whose music causes the goblin master to go dancing out of the room. Elita points Sofia in the right direction. She walks through a tunnel and reaches the Great Causeway, but the team do not know the combination because they didn't earn a diploma from Hordriss. The life force symbol appears and the skeleton goes green and collapses as the hexagon Sofia is standing on drags her down to her doom. This was the second and last time that the end of a quest coincided with the end of an episode of Knightmare, which added to the feeling of great loss at a quest being cruelly ended so close to victory. Classic.

Summary: An excellent performance that probably deserved a win, but, as with many other teams, the lack of one right answer was enough to doom an otherwise high-quality quest.

CREATURE FEATURE

Series 1/2/3. Level 3.

CAVERNWIGHTS

These were small brown carnivorous creatures that roamed level three on the lookout for fresh meat. They were created by dressing a couple of extras in some brown sacking and having them shamle about, yet still cavernwights are among Nightmare's most infamous threats. The wights had long snouts for sniffing out their prey, which they needed to do because they were all completely blind. When a dungeoneer met a cavernwight or two - usually in a cavern - the creatures would start to drift slowly towards their next potential meal.

Treguard informed the team that their dungeoneer was being hunted by smell, and that any contact with the wights was deadly. It was often the case that some speedy guidance and a quick exit was all that was required to escape the wights, as they were slow and disorientated. They might pop up at any point in level three, but were mainly used to scare rather than to try and kill. There was sometimes an additional challenge involved, though. In the final episode of series 1 - during the wights' first appearance - Richard had to open a *sniff* bottle and set it on the floor so that the wights would become confused by its scent mixing with his own and he could pass them safely.

Treguard gave some information about the wights' origin during this encounter: *"The wights were once human but now have no sight, speech or hearing."* - **Treguard**. This tells us that cavernwights are not just blind but deaf as well, yet in series 2 and 3 Mark and Leo were instructed to be *"dead quiet"* when they each encountered a pair of sleeping wights. Mark had to sneak past the wights and reach an energy tree without waking them; Leo had to do the same, with the additional task of retrieving a piece of the Chalice as well. Surely they should have been able to make as much noise as they liked if the wights were deaf, and yet they both had to tiptoe around while their advisors whispered at them. Ah well, never mind. Cavernwights are a classic threat, and will always be well remembered.

Fear Factor: 7 They were clearly people in sacks, but still quite unnerving.

Killer Instinct: 1 They were always sniffing for food, but never found

any.

Humanity: 6 Apparently they were once human, but not anymore.

Gore Factor: 8 Poor lost souls driven blind and deaf by the never-ending darkness, forced to sniff out their prey... it doesn't bear thinking about.

I THINK I READ SOMEWHERE

If you have been reading this section regularly, you should know all there is to know about Dave Morris's Nightmare books. Let's see if you do.

1. What is the name of the Old Man of the Mountains?
2. Who guided Paul and Lucy through the realm of Nightmare?
3. How did the Gruagach keep abreast of Treguard's progress?
4. What object enabled Sam, Jimmy and Pippa to reach Nightmare?
5. What magical paths did Treguard use to lead Rupert and Arawn astray?
6. What was the name of the Christian sorcerer?
7. What is the name of Smirkenorff's mother?
8. Which character did *you* have to save from Malice?
9. Who set the extra puzzles for you, on top of Paul and Lucy's?
10. What object did you have to use to defeat the Green Eye?
11. Who might have sold you a compass?
12. What was the name of the ghoul-bear?
13. Which spells might you use to escape from a vampire in a forest?
14. What group had stolen Brother Mace's holy relic?
15. The front cover of *Nightmare* features a corridor containing which skeletal Nightmare monster?
16. The front cover of *The Labyrinths of Fear* features a corridor containing a dungeoneer's head and which three quest clue items?
17. Who is photographed on the front cover of *The Dragon's Lair* ?

18. Who is photographed on the front cover of *Lord Fear's Domain* ?

PUZZLE PAGE TWO

This is the Truth Grid. You have to rearrange it so that each horizontal line tells the truth about one actor and two characters they that they played in one series. There is only one possible correct solution, even though some of the characters and actors appear in more than one series.

CHARACTER #1	ACTOR/ACTRESS	CHARACTER #2	SERIES
Mrs. Grimwold	Adrian Neil	Gundrada	4
Brollachan	Edmund Dehn	Troll	8
Captain Nemanor	Michael Cule	Sidriss	1
Maldame	Tom Karol	Grimaldine	7
Gumboil	Guy Standeven	Brother Mace	2
Gatemaster	Iona Kennedy	Olaf	6
Granitas	Samantha Perkins	Giant	3
Malice	Anthony Donovan	Ridolfo	5

STEVEN'S TOP FIFTEEN KNIGHTMARE DEATHS

Steven Webberley shares with us now the first five of his top fifteen Knightmare deaths. Thank you very much for sending them to me, Steven. You will see that some are the same as mine last issue.

15. Series 5, episode 4.

Skarkill's kidnapping of Richard. The team - and they were a very good team who deserved to win - were visibly upset after the goblin master laughed: "I'm going to put my irons on you." Skarkill *is* a nasty piece of work.

14. Series 6, episode 8.

Sylvester Hands, proving he is capable of evil - was he sober at the time, though? A fair effort from January and friends, but a very embarrassing end to a quest.

13. Series 7, episodes 8 and 10.

The Trial by Spikes. A one series wonder from series 7 - one of the best seasons for puzzles. The giant skewers put an end to Naila's and Ben's (with help from a giant troll) chequered quests.

12. Series 3, episode 11.

Remember Scott? Although he didn't get the entire path to Merlin's throne, his jump was Olympian stuff. But he stumbled - it looks a long way down. This was a reasonable team who always stretched their potential to the limits when in trouble.

11. Series 3, episode 13.

Julie's encounter with the goblins. "Say hello to the goblins," said an advisor. Unfortunately, being polite doesn't matter to goblins. Goblins are not noted for chivalry and excellent social skills.

The countdown continues next issue, so look out for it.

POETRY CORNER

Here's a little ditty about the first dungeoneer ever to reach level two -
Simon I, the third dungeoneer of series 1.

Simon came from Yorkshire's vale,
When danger came he did not pale.
Careful footwork fixed the key,
The Giant's sneeze was next to flee.
Olgarth's riddles answered all,
Then on in to Lillith's thrall.
A spell she gave to floor the beast,
Catacombite was denied its feast.
The darkened wellway room was lit,
Simon went down, fighting fit.
Cedric's riddles proved quite hard,
Then they found Merlin's calling card.
Casper led them through the lock,
Then Merlin turned up to take stock
Of Simon's wits, he did quite well,
So Merlin taught him how to spell.
On past the threat of spearpoints bright
And to a place devoid of light.
Merlin's magic lit the room,
The wellway guard did rant and fume.
Advisors dispelled, what a shame!
That was the end of Simon's game.

PUZZLE ANSWERS

Challenge question: Elita and Brother Mace.

I Think I Read Somewhere:

1. Hasan. (*Fortress of Assassins*.)
2. Sylvester Hands. (*Lord Fear's Domain*.)
3. With his all-seeing Green Eye. (*Knightmare*.)
4. A candle. (*The Forbidden Gate*.)
5. The Dream Caverns. (*The Labyrinths of Fear*.)
6. Tancred. (*The Sorcerer's Isle*.)
7. Talionis. (*The Dragon's Lair*.)
8. Pickle. (*Fortress of Assassins*.)
9. Majida. (*Lord Fear's Domain*.)
10. The Magic Shield. (*Knightmare*.)
11. Julius Scaramonger. (*The Forbidden Gate*.)
12. Granth. (*The Labyrinths of Fear*.)
13. *Forest Paths* and *Maze*. (*The Sorcerer's Isle*.)
14. The Phantom Gypsies. (*The Dragon's Lair*.)
15. A catacombite. (*Knightmare*.)
16. A key, a scroll and a bottle. (*The Labyrinths of Fear*.)
17. Hugo Myatt as Treguard of Dunshelm. (*The Dragon's Lair*.)
18. Mark Knight as Lord Fear. (*Lord Fear's Domain*.)

Puzzle Page 1:

1. Mildread about Gretel. Series 2, episode 6. Tony's quest.
2. Motley/Olaf. 3, 4. Leo.
3. Gundrada/Hordriss. 4, 4. Alistair.
4. Lord Fear/Marta. 7, 13. Barry.
5. Elita/Motley. 5, 7. Ben I.
6. Lord Fear/Stiletta. 8, 2. Daniel II.
7. Majida/Grimaldine. 7, 5. Alex II.
8. Treguard/Mrs. Grimwold. 3, 6. James.
9. Motley/Gwendoline. 5, 3. Richard II.
10. Igneous/Lillith. 2, 9. Stuart.
11. Treguard/Oakley. 4, 9. Vicky.
12. Motley/Gundrada. 4, 12. Dickon.

Puzzle Page 2:

CHARACTER #1	ACTOR/ACTRESS	CHARACTER #2	SERIES
Gumboil	Edmund Dehn	Giant	1
Granitas	Guy Standeven	Troll	2
Mrs. Grimwold	Tom Karol	Olaf	3
Malice	Samantha Perkins	Gundrada	4
Gatemaster	Michael Cule	Brother Mace	5
Captain Nemanor	Adrian Neil	Ridolfo	6
Brollachan	Anthony Donovan	Grimaldine	7
Maldame	Iona Kennedy	Sidriss	8